WHAT IS CLAIMED IS:

1. A memory device for storing data, said data including metadata, said memory device comprising:

a static volume comprising a plurality of static blocks, and each of said static blocks comprising a plurality of sectors;

a dynamic volume comprising a plurality of dynamic blocks, and each of said dynamic blocks comprising a plurality of sectors;

each of said dynamic blocks having one of said sectors allocated for writing and reading metadata, and said remaining sectors in said dynamic block being available for writing and reading data; and

each of said static blocks having one or more sectors for writing and reading metadata, said remaining sectors in said static block being available for writing and reading data.

2. The memory device as claimed in claim 1, wherein said static blocks and said dynamic blocks comprise erase blocks, wherein each of said erase blocks is erasable in response to a control signal.

3. The memory device as claimed in claim 2, wherein one or more of said erase blocks are movable in response to a control signal.

4. A data structure for storing data on a memory device and said data including metadata, said data structure comprising:

a static volume comprising a plurality of sectors, each of said sectors being writable for storing data and readable for reading data;

a dynamic volume comprising a plurality of sectors, each of said sectors being writable for storing data and readable for reading data;

said sectors in said static volume being partitioned into blocks, each of said blocks having one or more sectors for writing and reading the metadata;

said sectors in said dynamic blocks being partitioned into blocks, and each of said blocks having one sector for writing and reading the metadata, and the remaining sectors being available for reading and writing data.

5. The data structure as claimed in claim 4, wherein the data stored in said static volume comprises relatively static data.

6. The data structure as claimed in claim 5, wherein each of said blocks comprises an erase block, and wherein the sectors in each of said erase blocks are erasable in response to a control signal.

7. The data structure as claimed in claim 6, wherein one or more of said erase blocks is transferable in response to a control signal.

8. The data structure as claimed in claim 7, wherein the memory device comprises a flash disk.

9. A memory device for storing multimedia messages, said multimedia messages including media data and non-media data, said memory device comprising:

a first volume comprising a plurality of first blocks, and each of said first blocks comprising a plurality of sectors;

a second volume comprising a plurality of second blocks, and each of said second blocks comprising a plurality of sectors;

each of said second blocks having one of said sectors allocated for writing and reading non-media data, and said remaining sectors in said second block being available for writing and reading media data; and

each of said first blocks having one or more sectors for writing and reading metadata, said remaining sectors in said first block being available for writing and reading other data.

10. The memory device as claimed in claim 9, wherein said second blocks comprise erase blocks, wherein each of said erase blocks is alterable in response to a control signal.

11. A method for storing data on a flash disk memory device, said method comprising the steps of:

dividing the memory into a static volume and a dynamic volume, said static volume comprising a plurality of static blocks, and each of said static blocks comprising a plurality of sectors, said dynamic volume comprising a plurality of dynamic blocks, and each of said dynamic blocks comprising a plurality of sectors;

allocating one of the sectors in each of said dynamic blocks for writing and reading metadata;

making the remaining sectors in each of said dynamic blocks available for writing and reading dynamic data;

allocating one or more of the sectors in each of said static blocks for writing and reading metadata;

making the remaining sectors in each of said static blocks available for writing and reading static data.

12. The method as claimed in claim 11, wherein said static blocks and said dynamic blocks comprise erase blocks, wherein each of said erase blocks is erasable in response to a control signal.

13. The method as claimed in claim 11, wherein one or more of said erase blocks are movable in response to a control signal.

14. A memory device for storing data, said data including metadata, said memory device comprising:

first memory means for storing data, said first memory means including a plurality of first memory blocks, and each of said first memory blocks having a

plurality of sectors;

second memory means for storing data, said second memory means including a plurality of second memory blocks, and each of said second memory blocks having a plurality of sectors;

each of said second memory blocks having one of said sectors allocated for writing and reading metadata, and said remaining sectors in said second memory block being available for writing and reading data; and

each of said first memory blocks having one or more sectors for writing and reading metadata, said remaining sectors in said first memory block being available for writing and reading data.

15. The memory device as claimed in claim 14, wherein said first memory blocks and said second memory blocks comprise erase blocks, wherein each of said erase blocks is erasable in response to a control signal.

16. The memory device as claimed in claim 14, wherein one or more of said erase blocks are movable in response to a control signal.

17. A method for storing multimedia messages in memory, the multimedia message comprising media data and non-media data, said method comprising the steps of:

dividing the memory into a plurality of blocks, and sub-dividing each of said blocks into a plurality of sectors;

allocating one of the sectors or a portion of the sector in each of said blocks for writing and reading non-media data;

allocating the remaining sectors in each of said blocks for writing and reading media data.

18. The method as claimed in claim 17, wherein said blocks comprise erase blocks.

19. The method as claimed in claim 18, wherein said non-media data comprises a header, said header including an invalid bit field, a message number field, a sequence number field and a next unit field.

20. The method as claimed in claim 19, further including the step of assigning the same message number to each of said blocks holding a portion of the multimedia message.